

FIG. 1

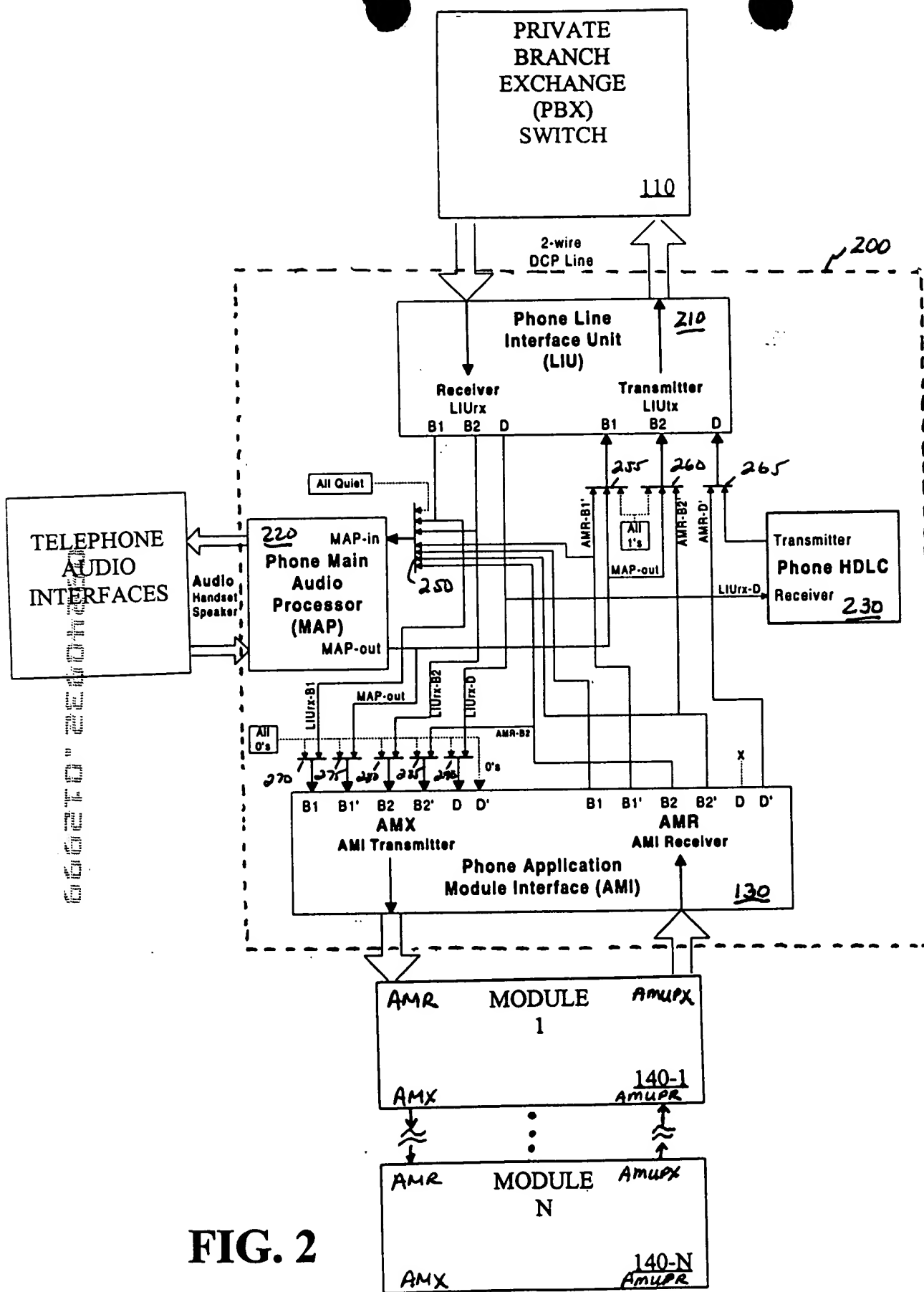


FIG. 2

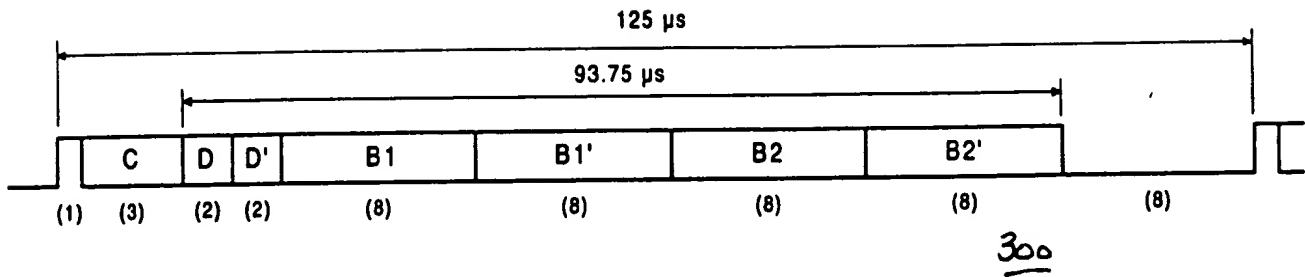


FIG. 3

CONTROL CHANNEL FORMAT - 400

1 st FRAME	1	D0	D1
2 nd FRAME	0	D2	D3
3 rd FRAME	0	D4	D5
4 th FRAME	0	D6	D7
5 th FRAME	0	D8	P

FIG. 4

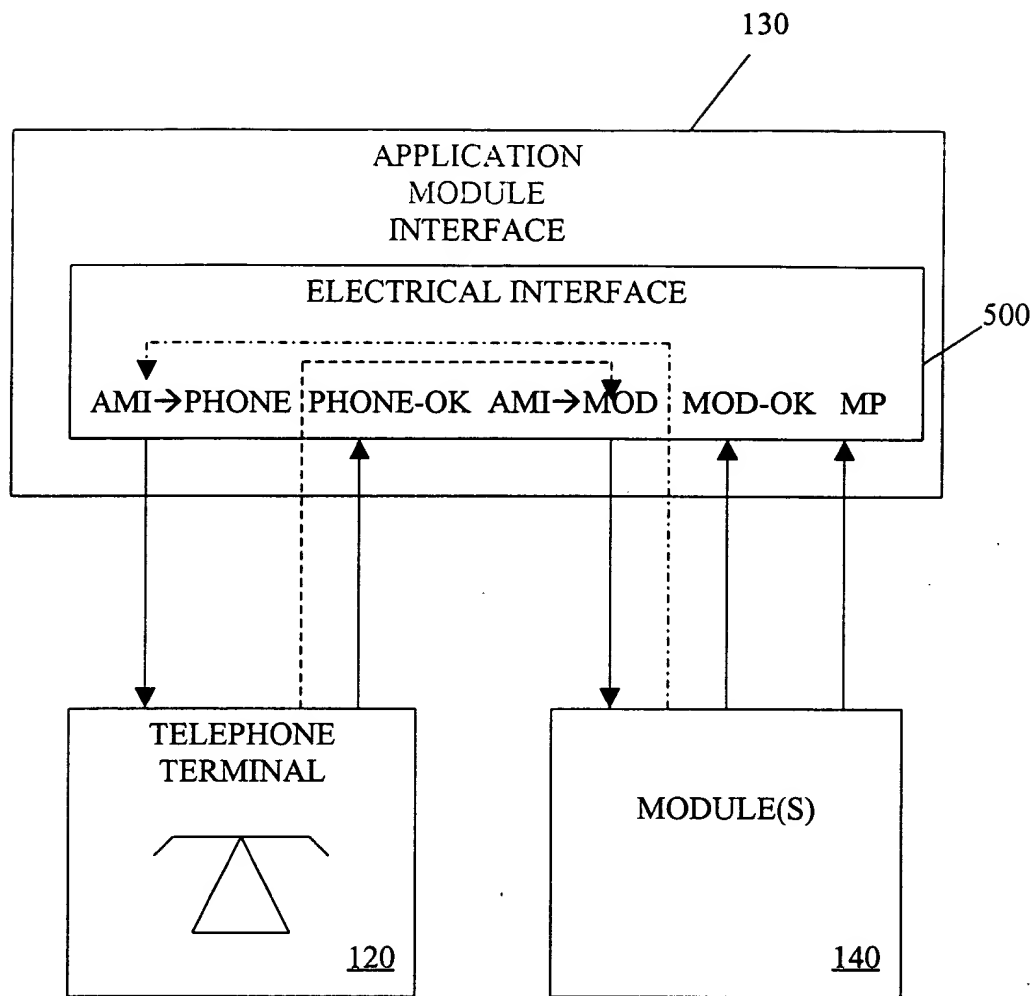


FIG. 5

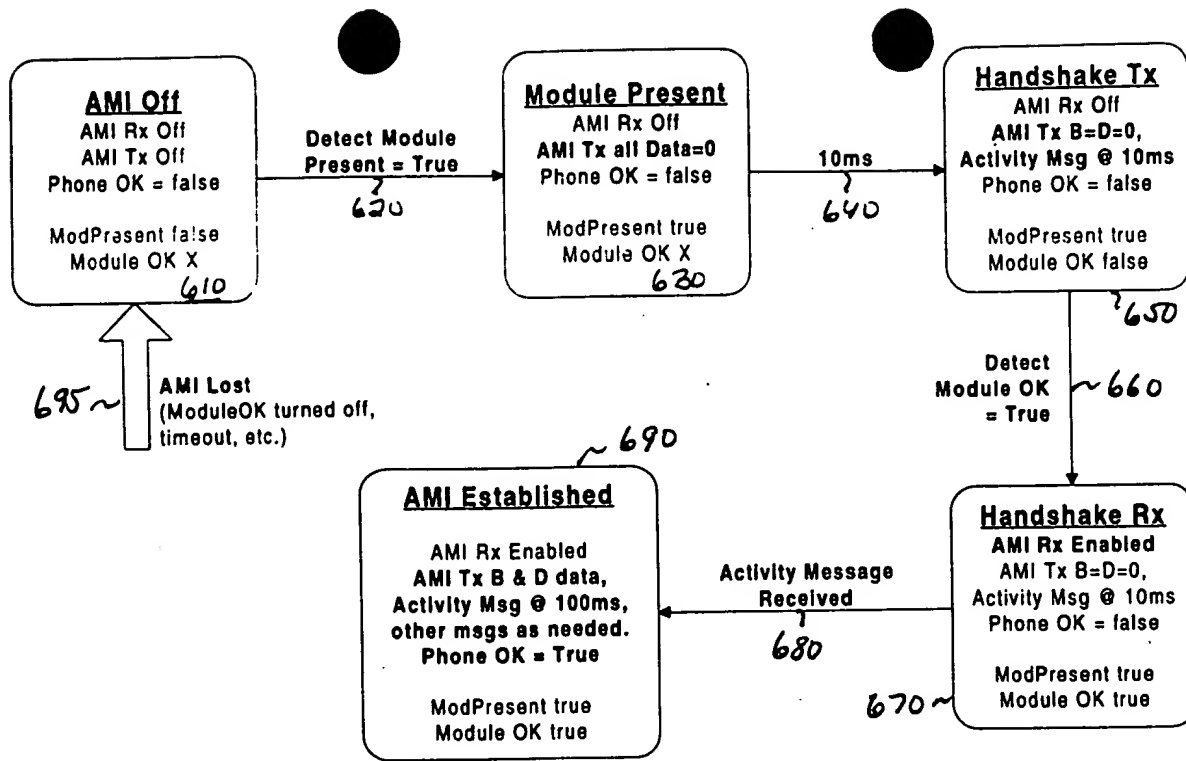


FIG. 6

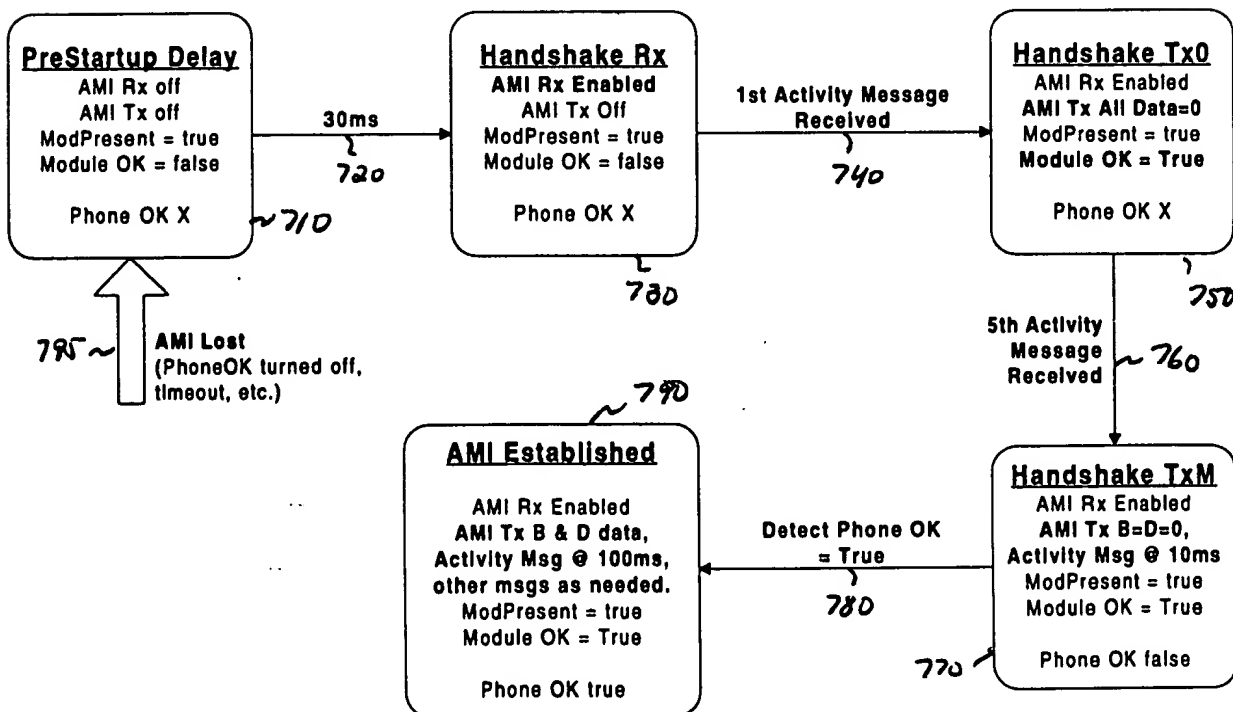


FIG. 7

Protocol Level Messages 800

Hex	Binary	AMI Message Description
130	1:0011:0000	Link Activity Message (Keep Alive)
13E 13F	1:0011:111S	Acknowledgment (ACK); Bit 0 (S) is the sequence number
133	1:0011:0011	Negative Acknowledgment (NACK)
1C0 to 1DF	1:110S:nnnn	Application Message. Bit 4 is the sequence number bit; Bits 0-3 are the length of the application message body. (Note that a length of 0 is invalid, but included in the range here.)

FIG. 8

Application Messages From Phone - 900

Hex	Binary	Application Message Description	Length
000	0:0000:0000	S1-Channel Layer 3 message for transmission to switch	2 to 7
002	0:0000:0010	Phone States Message	5
00E	0:0000:1110	HDLC Control Confirmation	2
090 to 09F	0:1001:nnnn	Softkey Label Contents. Bits 0-3 contain the softkey button number (typically 1 to 12). The remainder of the message is the softkey label.	6
0C0 to 0DF	0:110R:kkkk	Dial Key Press or Release. R=1 for Release; R=0 for Press. Bits 0-3 (kkkk) identify the key (see text).	1
0E0 to 0EF	0:1110:bbbb	Local Button Press. Bits 0-3 (bbbb) identify the button and possibly its new state. Refer to the text for details.	1 or 2
0F0 to 0F7	0:1111:0nww	Audio State Change. n=1 if the source of the change (ww) is activating (turning on or going off-hook). Sources: ww=00 for Handset, 01 for Speaker, 10 for Adjunct, 11 for Headset Jack (if any).	2
0F8 to 0FF	0:1111:1SOL	Line Interface State Change. S=1 if Layer 1 State is Active; L=1 if Line Interface Loopback is active. (Ignore L if S=0.)	1

FIG. 9

Application Messages From Module ~ 1000

Hex	Binary	Application Message Description	Length
000	0:0000:0000	S1-Channel Layer 3 message received from switch (or from module).	2 to 15
003	0:0000:0011	Phone States Request	1
005	0:0000:0101	Set HDLC Control	1
009	0:0000:1001	Softkey Label Query	2
00A	0:0000:1010	Telephone Control	2
00C	0:0000:1100	Generate Recorder Beep	4
00F	0:0000:1111	Set Voice Channel Configurations	2
018	0:0001:1000	Module State Change	2
0A0 to 0A3	0:1010:00TT	Output Local Tone. TT=00 for button click; TT=01 for Error Beep, TT=10 for Confirmation Tone; TT=11 reserved.	1

FIG. 10

BEARER CHANNEL CONFIGURATIONS - 1100

Mode	Application	Description
0	Normal without module or with module for <u>Recorder Interface</u> or <u>Voice Recognition</u>	Voice paths are sent and received to the LIU. Copies of the received and transmitted voice is sent to the module.
1	<u>Tip/Ring Module</u> on the B2-Channel	Voice paths on B1 are terminated in the MAP and B2-Channels are sent and received to/from AMI.
2	<u>Tip/Ring Module</u> on the B1-Channel	Base voice processing is silenced and B1-Channels to/from the PBX are sent and received via AMI.
3	<u>Multimedia Module</u>	The B1 and B2-Channels to/from the PBX are both sent and received only by the module via AMI. The base voice paths are silenced.
4	<u>Multimedia Module</u> with base voice transducers	The B1 and B2-Channels to/from the PBX are both sent and received only by the module via AMI. The base voice transducers are sent and received over AMI. This permits external use of both bearer channels while using the base terminal audio transducers.

FIG. 11

66270-2E64260

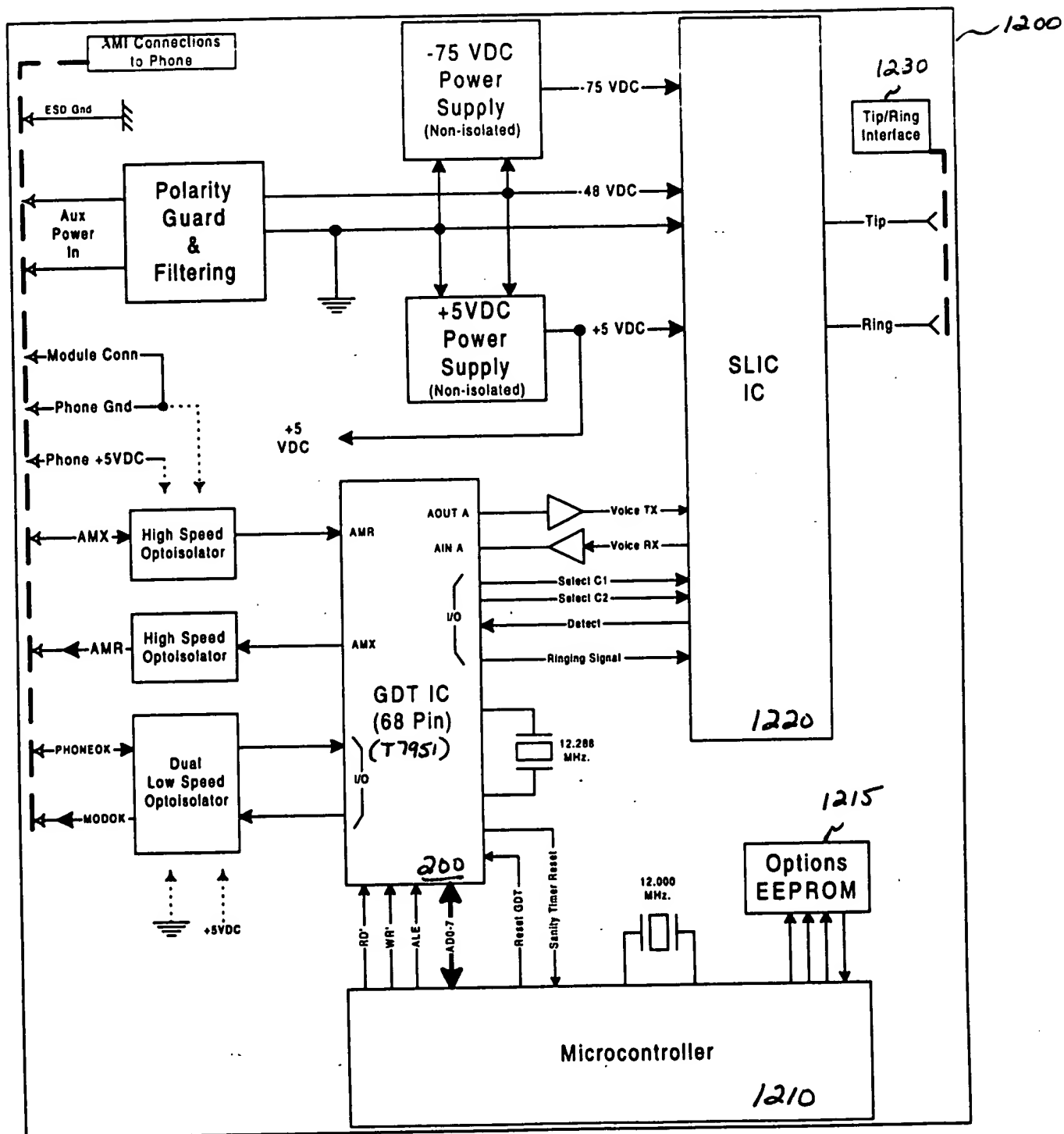


FIG. 12

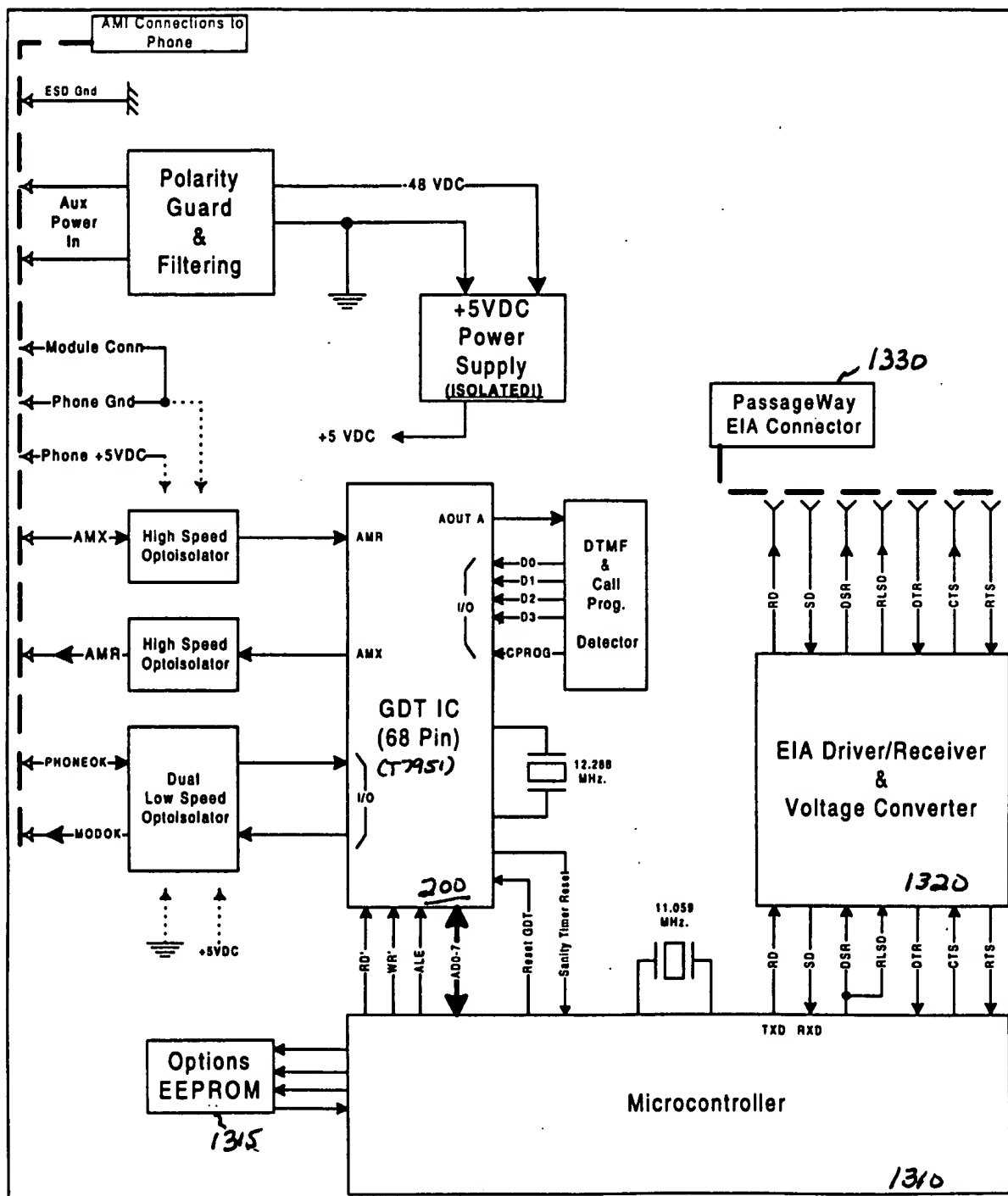


FIG. 13

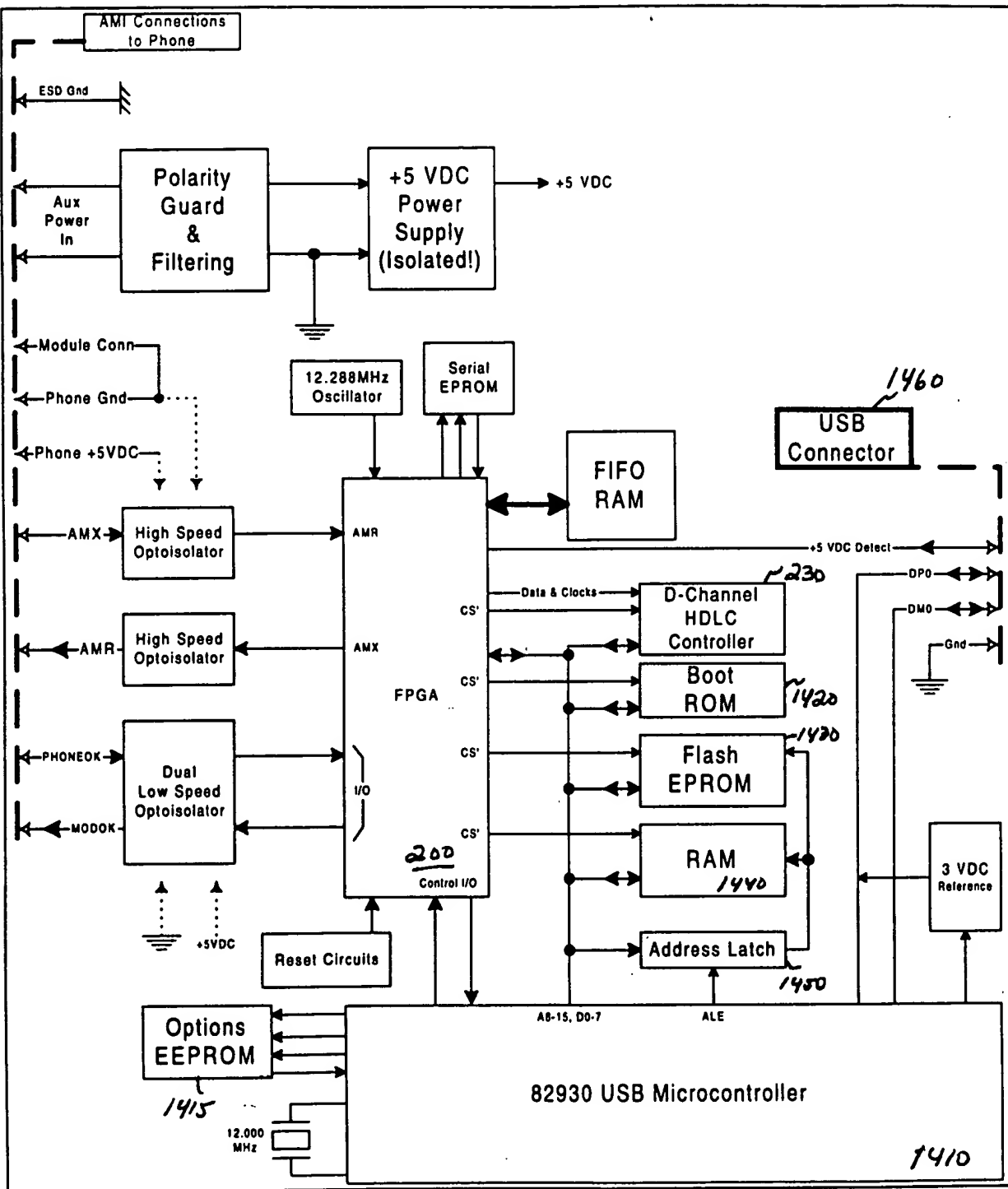


FIG. 14